

Exhibit H

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Microsoft

Computer Dictionary

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PUBLISHED BY

Microsoft Press

A Division of Microsoft Corporation

One Microsoft Way

Redmond, Washington 98052-6399

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Library of Congress Cataloging-in-Publication Data

Microsoft Computer Dictionary.--5th ed.

p. cm.

ISBN 0-7356-1495-4

1. Computers--Dictionaries. 2. Microcomputers--Dictionaries.

AQ76.5. M52267 2002

004'.03--dc21

200219714

Printed and bound in the United States of America.

2 3 4 5 6 7 8 9 QWT 7 6 5 4 3 2

Distributed in Canada by H.B. Fenn and Company Ltd.

A CIP catalogue record for this book is available from the British Library.

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Body Part No. X08-41929

DEFTIB00001585

Amiga *n.* An operating system owned by Amiga, Inc. The Amiga model of desktop computer, which featured the Amiga operating system, was introduced by Commodore in 1985. The Amiga was especially strong in its ability to support sound and video, which made it popular among broadcast and multimedia producers, but it was overshadowed by the IBM Personal Computer (and its clones) and the Apple Macintosh. The ownership of the Amiga design has been through the hands of several companies in the United States and Germany.

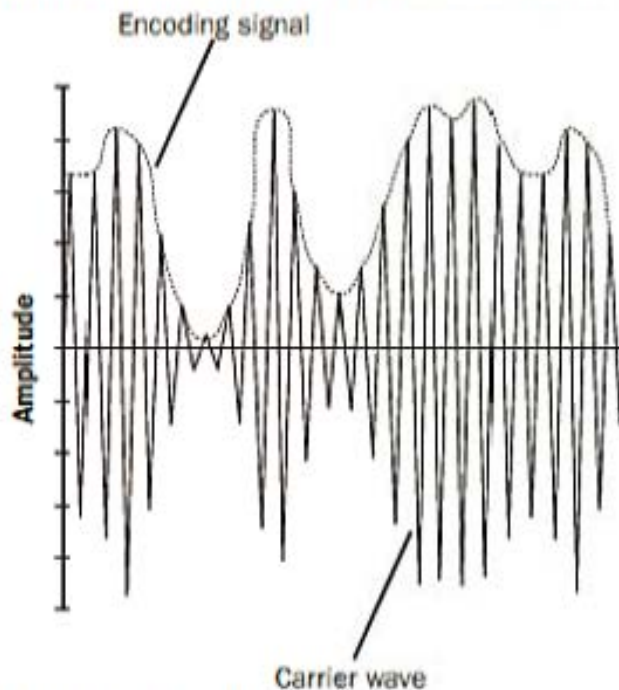
amp *n.* See ampere.

ampere *n.* The basic unit of electric current. One ampere is equivalent to a flow of 1 coulomb per second.

Abbreviation: a, A, amp.

amplitude *n.* A measure of the strength of a signal, such as sound or voltage, determined by the distance from the baseline to the peak of the waveform. See also waveform.

amplitude modulation *n.* A method of encoding information in a transmission, such as radio, using a carrier wave of constant frequency but of varying amplitude. See the illustration. *Acronym:* AM. Compare frequency modulation.



Amplitude modulation.

amplitude shift keying *n.* A form of amplitude modulation that uses two different wave heights to represent the binary values 1 and 0. See also amplitude modulation.

AMPS *n.* Acronym for Advanced Mobile Phone Service. The standard for analog cellular phone service, widely used in the United States and many other countries around the world. AMPS was introduced by AT&T in 1983. It relies on frequency division multiple access (FDMA) to divide frequencies in the 800 MHz to 900 MHz range into 30 KHz channels for sending and receiving calls. A form of AMPS based on a narrower bandwidth is known as N-AMPS. The comparable standard for digital cellular phones is known as D-AMPS. See also D-AMPS, N-AMPS.

AMPS/D-AMPS/N-AMPS *n.* See AMPS, D-AMPS, N-AMPS.

AMT *n.* See address mapping table.

Anaglyph *n.* A 3-D effect obtained by creating two overlapping images that appear as a single three dimensional image when viewed through special lenses. Anaglyph 3-D technologies are used on the Web to produce 3-D images for a variety of virtual reality, teaching, and research applications.

analog *adj.* Pertaining to or being a device or signal that is continuously varying in strength or quantity, such as voltage or audio, rather than based on discrete units, such as the binary digits 1 and 0. A lighting dimmer switch is an analog device because it is not based on absolute settings. Compare digital (definition 2).

analog channel *n.* A communications channel, such as a voice-grade telephone line, carrying signals that vary continuously and can assume any value within a specified range.

analog computer *n.* A computer that measures data varying continuously in value, such as speed or temperature.

analog data *n.* Data that is represented by continuous variations in some physical property, such as voltage, frequency, or pressure. Compare digital data transmission.

analog display *n.* A video display capable of depicting a continuous range of colors or shades rather than discrete values. Compare digital display.